Assignment 2

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MainActivty1.kt

```
Import androidx.activity.ComponentActivity
   override fun onCreate(savedInstanceState: Bundle?) {
       super.onCreate(savedInstanceState)
          rollDice()
       when (cubeRoll) {
           1 -> diceImage.setImageResource(R.drawable.dice1)
           2 -> diceImage.setImageResource(R.drawable.dice2)
           3 -> diceImage.setImageResource(R.drawable.dice3)
           4 -> diceImage.setImageResource(R.drawable.dice4)
           5 -> diceImage.setImageResource(R.drawable.dice5)
           6 -> diceImage.setImageResource(R.drawable.dice6)
```

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
    android:layout_width="match_parent" android:layout_height="match_parent"
    <TextView
     <ImageView</pre>
</LinearLayout>
```



